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SNSP-AP-AUS

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

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Thank you for purchasing Alien vs.Predator for your Super Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Please save this booklet for future reference.

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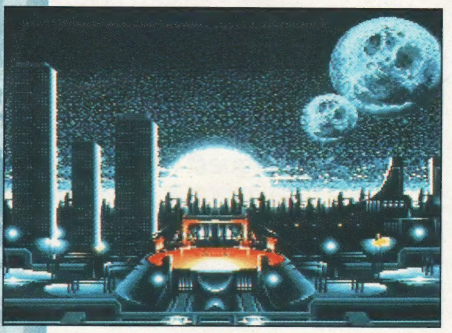
The Alien vs. Predator story

It is 2493. The human colonists of New Shanghai, on the 4th planet orbiting the star Vega, in the constellation Cygnus, had absolutely no knowledge of the Aliens when they found an underground cavern. In the cavern was the ancient ruin of a crashed spaceship buried in an ancient Vegaquake, and in the spaceship, some unusual eggs. The colonists thought it the most important and exciting scientific discovery of mankind's history. But then the eggs hatched.

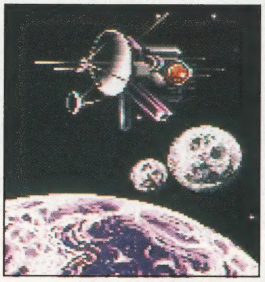


These Aliens propagate by planting their seeds in the bodies of living and unwilling spacefaring hosts. In this way the Aliens infest planets far away from their own. They have no scientific or technological ability. Their society is that of a hive — their sole purpose in life is to live and multiply at the expense of other creatures.

After the unearthing of the eggs, the Aliens quickly infested the city of New Shanghai — and the Alien plague began to spread to other areas of Vega 4. The once-prosperous colony world seemed doomed. The governing authorities sent an emergency distress call to Earth. As fate would have it, the

message was received and understood by a nearby spacecraft — a spacecraft bearing, by chance, real hope for Vega 4's salvation. Salvation, however, was the farthest thing from the minds of the spacecraft's passengers.

Mankind was about to meet yet another alien race. This new race possessed intelligence and an advanced technology. This new race had a complex society — one based on Honor, Glory, War, and the Hunt. Man was about to meet Predator. The Predators, however, were far more interested in hunting the Aliens. At long last they had finally found a creature which would provide truly challenging sport. Mankind would benefit from the fateful meeting of these awesome creatures.

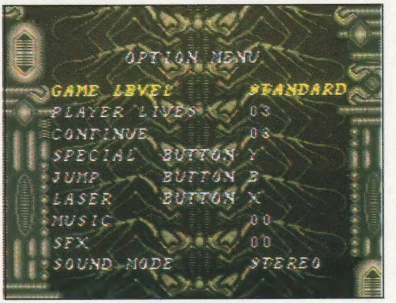


You are a Predator, one among many. You must prove yourself worthy. If you are vanquished in battle, another shall replace you. Prepare yourself, for the mother of all hunts is about to begin.

Preparation

Insert the Game Pak and then turn on your system. You'll see the introductory sequence, followed by the title screen. You can interrupt the introductory sequence at any time by pressing START on your Nintendo Controller. This will bring up the title screen, where you can select your game options.

You can then begin to play by pressing the START button when the words **START GAME** are displayed. If you want to change the game's settings before playing, press the ✣ Control Pad UP or DOWN or the SELECT button to display the words **CONFIG MODE**; then press the START button. The **OPTION MENU** screen will then come up. The description of these options are on the next page.



GAME LEVEL - Set the game to either Standard, Novice, Advanced, or Expert, depending on how much of a challenge you want. Changing the game level affects the Alien speed and Predator power.

LIVES - Normally you get 3 lives; if you want more chances to play, you can set it to a maximum of 6 lives per game.

CONTINUES - Normally the game allows you a maximum of 3 continues after losing all your lives (you will start again at the beginning of the highest attained area). But if you want more of a challenge, you can take this down to 2, 1, or even zero.

SPECIAL BUTTON - Used for picking up items and using special weapons (see "Predator Weapons and Techniques," elsewhere in this player's guide). Normally the special button is the **Y** button; you can set it to be a different button as you please, by pressing the ✣ Control Pad LEFT or RIGHT or by pressing whatever button you desire it to be. All references to the buttons in this player's guide refer to the normal button settings.

JUMP BUTTON - Normally the jump button is the **B** button. You can change it the same way you can change the special button, above.

LASER BUTTON - Normally the laser button is the **X** button. You can change it the same way you can change the special button, above.

MUSIC - lets you listen to all the different tunes in the game.

SFX - lets you hear all of the game's sound effects.

SOUND MODE - Normal is STEREO; you can change to MONO.

When you have finished choosing your options, press the START button to exit CONFIG MODE. You will go back to the title screen, and START GAME will be displayed; press the START button to begin playing.

Note that if you change any of these settings and want to go back to the original settings, you can do so by turning off your Super Nintendo Entertainment System and turning it on again. Pressing RESET restarts the game without destroying your settings.

Your quest for honor (object of the game)

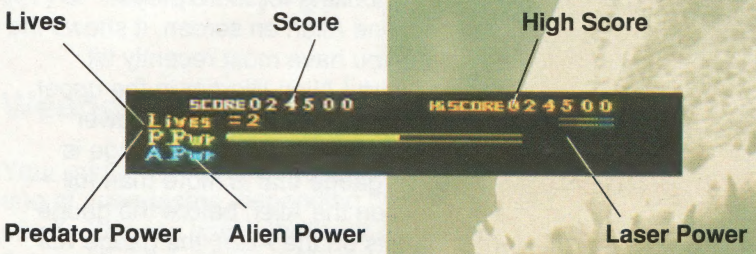
You are a Predator warrior. Valor in battle gives you honor in the eyes of the Predators in your clan. Dropped into the streets of New Shanghai, on the human colony world Vega 4, your task is to hunt all Aliens in the area, gaining honor points as you go. As you clear an area, you can move on to the next area.

There are ten areas in the game; five on the human colony world Vega 4, three in outer space, and two on the Aliens' home planet. Some of the areas can only be completed after you defeat the Alien guarding that area. Guardian Aliens are harder to beat than regular Aliens, either because they're bigger and stronger, or because there are many of them.

The chart on the next page gives details about the areas, and shows which areas have Guardian Aliens (the ones marked with a "√").

AREA	SCENE	GUARDIAN
1-1	City; surface	
1-2	City; underground tunnel	√
2-1	Countryside; waterfall	√
3-1	Countryside; underground cave	√
4-1	Spaceport	√
5-1	Space transport interior 1	
5-2	Space transport interior 2	
5-3	Space transport interior 3	√
6-1	Alien world; surface	
6-2	Alien world; underground cave	√

On-screen status information



(SCORE): Your score since beginning this game.

(HI SCORE): Your high score since turning on or resetting your Super Nintendo Entertainment System.

(LIVES): You have three lives, after which the game is over. When LIVES = 1 and your power gauge drains to the bottom, the game ends. You will normally be given two additional chances to CONTINUE playing if you so desire.

(LASER PWR): The laser gauge will appear the first time you use your laser. As you hold down the X button, the gauge will show the charge building up. The gauge will empty when you let up on the button or fire the laser, or when an Alien touches you.

(P PWR): Keep an eye on your power gauge — when it's empty, you lose a life.

(A PWR): When you come into close contact with an Alien, watch the power gauges. When the Alien's power gauge is empty, you've won, and can go looking for more prey.

If there are more than one Alien on screen, it shows the power level of the Alien whom you have most recently hit.

When you meet a powerful Alien Warrior in the upper levels of the game, you will observe that the Alien's power gauge changes color. Ordinarily an Alien's power gauge is blue. Yellow indicates a power gauge that is more than full — so it may take a number of hits on the Alien before the gauge changes color. As you score hits on the Alien, the gauge will eventually change to white, then to blue — and then you'll be able to see the effects of your actions on the Alien's power gauge as you normally do.

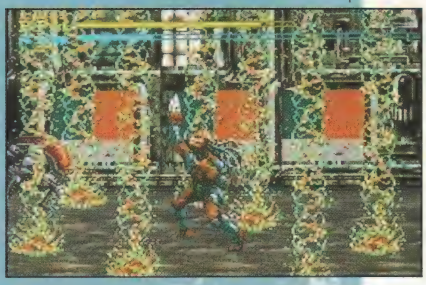
Predator weapons and techniques

Weapons

Your primary weapon is the laser. Pressing the **X** button fires one of three lasers, depending on how long the button is held down. You can watch the laser power gauge that appears at the upper right corner of the display to determine which laser will fire. Note that you must not touch any Aliens while the charge is building up, or the weapon will discharge harmlessly.

Light laser — If the **X** button is pressed for a short time — the gauge must be 1/3 full (the power buildup must be within the central yellow part of the laser gauge) — your shoulder-mounted laser cannon will fire a small laser blast when you release the **X** button.

Medium laser — If the **X** button is pressed for a longer time — the laser gauge must be 2/3 full (the power buildup must be within the blue part of the laser gauge) — your shoulder-mounted laser cannon will fire a larger laser blast when you release the **X** button.

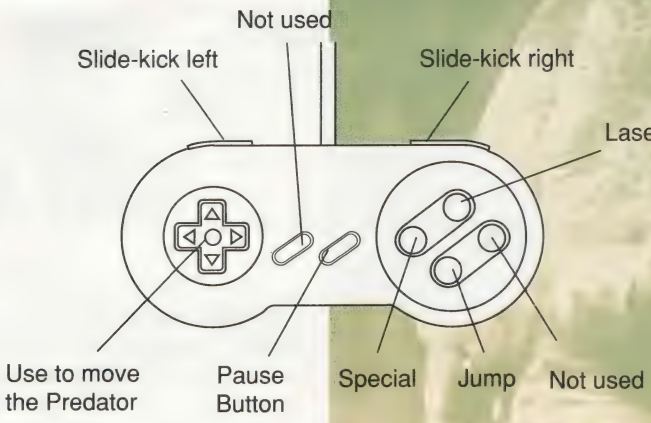


Heavy laser — If you hold down the **X** button even longer — until the energy gauge is completely full and turns white — the most powerful laser weapon is activated when you release the **X** button. The heavy laser is fired from the orbiting mother ship. It affects all Aliens on the screen. This weapon should be used sparingly, though, because it also hurts you.

There are other weapons available, too — special weapons will be found as you play. Stand directly over the weapon and press the Special (**Y**) button to pick it up. You'd better hurry, because they're only available to be picked up for a few seconds! You'll be able to use the special weapon six times by pressing the Special (**Y**) button. But if you are in close proximity to an Alien the (**Y**) button will cause you to jab as described in the next section. You can't pick up any other special items until the one you picked up has been used six times. Check what is in your hands to see what weapon is currently in use.

Spear — A very powerful weapon — if you see one, take it! As in the Predator movies, this weapon collapses to a shorter length for carrying.

Disc — While not quite as powerful a weapon as the spear, the disc is still a very useful piece of equipment.



Fighting manoeuvres

When an Alien gets in close, sometimes it's necessary to forget about weapons and use claw-to-claw combat techniques.

Wristblades - The wristblades are used in combination with a series of jabs, accomplished by pressing the Special (**Y**) button.

Grapple - this happens automatically when you come into close contact with an Alien — for a short time, the Alien won't be able to hurt you.

Elbow punch - while grappling with an Alien, press the **Y** button. You may not have your hands free, but at least you can still get in some licks.

Throw - while grappling with an Alien, press the ✣ Control Pad towards the desired direction (left, right, up or down) and press the **Y** button.

Kick - press the **B** button to jump, and while in midair press the **Y** button to kick.

Flying kick - from a run, press **B** to jump, then press **Y** — you'll leap and kick out.

Spinning kick - press the **B** button and the **Y** button simultaneously. Useful for those tight situations when Aliens are pressing in from both sides.

Bounceback - a tricky manoeuvre useful for maintaining distance from the Aliens after a flying kick. While in the air before contacting the prey, continue to hold the **B** button and press the ✣ Control Pad in the opposite direction. If successfully performed, this manoeuvre will land you some distance back from the Alien after kicking the Alien.

Slide-kick - press the **L** or **R** button. This maneuver doesn't remove much from the Alien's power, but at least it'll knock him down so you can take a breath for a second.

Special items

In addition to special weapons, there are other special items which can be found at key points in the game and when you defeat an Alien. Stand on the item and press the **Y** button to pick it up. The item will be used immediately when you take it.

Invisibility — When you pick up the flashing blue shield, you become invisible for about 15 seconds. The Aliens can't see you, so it's easier for you to fight them.

Rhynth meat — Predators eat meat, of course, and picking up meat restores your power. There are two types of meat in the game. The meat of the rhynth only gives you a small amount of power, but it extends your power gauge.

Ptera meat — When you pick up the ptera meat, your power gauge is completely replenished.

Blue bottle — The blue bottle contains special Predator nutrients and, when taken, causes your power to be increased a moderate amount.

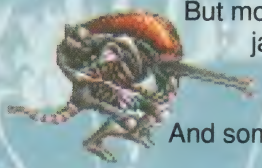
Alien skull — A vanquished Alien sometimes leaves its skull for you to take. Stand over the skull and press the Y button to take it. Picking up the skull causes the score to increase by 500 points. Predators measure their honor by the points earned in hunts such as this one.

The prey (about the Aliens)

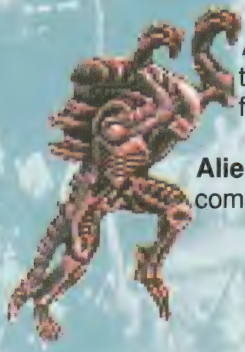
Alien Drones — you'll encounter a lot of these vicious creatures. There are three types of drones, distinguishable by their method of attack.

Many Alien drones attack by leaping at you.

But most Alien drones bite with their double jaws.



And some Alien drones spit corrosive acid!



Alien Warriors — larger and tougher than the drones, they fight harder, charge faster, and are harder to defeat.

Alien Eggs — this is where facehuggers come from.

Facehuggers — these annoying creatures are surprisingly agile! Use the slide-kick manoeuvre on them while they're in the egg, or while they're on the ground.

Chestbursters — the weakest of all Aliens, they can be defeated most easily with the slide-kick manoeuvre.

Guardian Aliens — who knows what kind of Alien you'll find? Look for clues as you fight through an area.

Alien Queen — you'll have to use all your Predator fighting skills to beat this tough lady. You're on your own!

In the end

If you are successful, you will clear both planets of all Alien creatures, including the queen herself. If you picked up many skulls, you will have amassed honor for yourself in the eyes of your Predator clan.

But don't mourn for the Aliens — with their vile method of keeping their species alive, there may yet be more of them somewhere in the Galaxy. When they are found, there will be more opportunities to hunt this lethal creature.

No matter how much the humans of Vega 4 may owe the Predators for showing up at this crucial moment, the two races will never be friends. It's just not in the Predators' nature.

Words of wisdom (strategy hints)

- Keep your distance from the Aliens whenever possible — when they get in close, they swipe at you with their claws and tails, and try to bite with their quick inner jaws. Whenever they get close, jump away. Master the tricky **bounceback** maneuver, if you can, to keep your distance from the Aliens.

- When multiple Aliens attack at one time, try to get them all on one side of you by using the **throw** maneuver; then you can use your laser on all of them at the same time.

- Try to pick up **rhynth** meat whenever possible. **Rhynth meat** extends your power gauge — then when you pick up other power-restoring items you can build real staying power for fighting.

- Some players may prefer to re-arrange the buttons on the controller; go to **CONFIG MODE** and set it up the way that works best for you.

- When you fire your shoulder laser, make sure you're lined up on an Alien before releasing the **X** button — you might miss the Alien entirely.

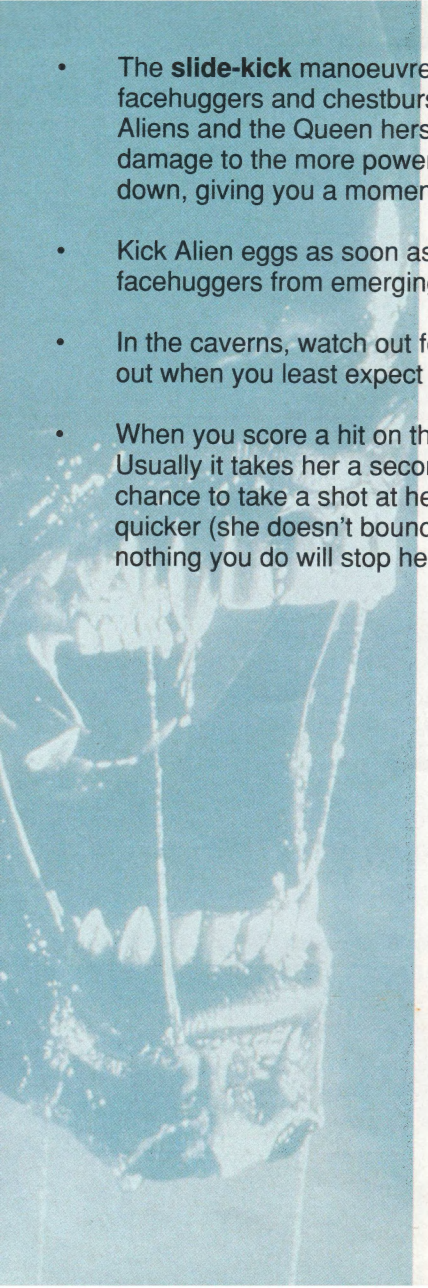
- Sometimes it's advantageous to throw away a partially-used special weapon (spear or disc) to pick up a new, "fully loaded" weapon.

- The **slide-kick** manoeuvre is useful against not only the facehuggers and chestbursters, but also against Guardian Aliens and the Queen herself. It may not cause much damage to the more powerful Aliens, but it knocks them down, giving you a momentary advantage.

- Kick Alien eggs as soon as you see them, to keep the facehuggers from emerging and attacking you.

- In the caverns, watch out for the chestbursters; they pop out when you least expect it.

- When you score a hit on the Queen, she'll go flying. Usually it takes her a second or so to recover, giving you a chance to take a shot at her. But sometimes she recovers quicker (she doesn't bounce) and charges at you and nothing you do will stop her.



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